

The **DINOSAUR** Discovery Kit™



Handbook



First Byte®

THE WORLD'S LEADER IN SOFTWARE SPEECH TECHNOLOGY.

THE FIRST BYTE LEARNING LIBRARY

Welcome to the **First Byte Learning Library**! We take great pride in presenting these unique, award winning, software products to you. Since our inception in 1982, we have been dedicated to providing the classroom and home with exceptional educational tools of lasting value.

The **First Byte** team has dedicated their efforts to creating new technologies to improve the quality of educational software. Research told us that children learn better when they not only see but *hear* the learning material. **First Byte** responded by developing the **SmoothTalker®** software-only speech technology. Each **First Byte** product talks!

All **First Byte** products are developed and tested by educational specialists, teachers, and children. Each one has been proven to meet important educational needs and compliment classroom learning goals. Program activities put the children in control, working independently on their own spelling lists, math problems, toy box or talking stories with the assistance of spoken, individualized tutorials. Each program is enhanced with imaginative graphics, animation, and music. The effect is a child centered, multi-media educational experience that creates high motivation for learning.

ALL VERSIONS - July 31, 1989

MS-DOS version contains licenced program materials
Copyright 1986 Metagraphics Software Corporation,
Scotts Valley, CA 95066

TABLE OF CONTENTS

INTRODUCTION	2
GETTING STARTED	3
THE COLORING BOOK	6
STORY MAKER	7
DINOSAUR MATCH	9



THE DINOSAUR DISCOVERY KIT

INTRODUCTION

The **Dinosaur Discovery Kit** presents young children with a multi-media world full of realistic and imaginative dinosaurs. *Zug* is a delightful talking Megasaur who helps children learn about dinosaurs and build early reading skills.

With the aid of an unlimited “voice like” technology, children can work independently to ...

- Learn picture word combinations
- Create stories by selecting pictures
- Read simple sentences
- Read short stories
- Practice visual discrimination skills.

GETTING STARTED

- **The Helper Control Panel:** Adult helpers can select the F1 (MS-DOS version) or circled H in the upper left hand corner of the Main Menu to access Help information and/or the Helper Control Panel. The following options are available on the Helper Control Panel:

Printer Setting: Sets the printer type or indicates no printer. (See the "Read This First!" card for the types of printers we support)

Child's Name: Helpers enter the child's name so Zug can use it in introductory messages. Select the *Looks Like Box* and type the child's name. It will appear in the *Sounds Like Box* and be spoken. The cursor will be blinking at the end of the name. If it is not pronounced correctly, backspace and change the Sounds Like spelling (re-spell it a different way in English). Press Enter to hear it spoken. A new name can be entered by selecting the Looks Like Box.

Speak Child's Name: This option is ON unless changed by the helper. If the option is turned OFF, Zug will not speak the child's name during program activities.

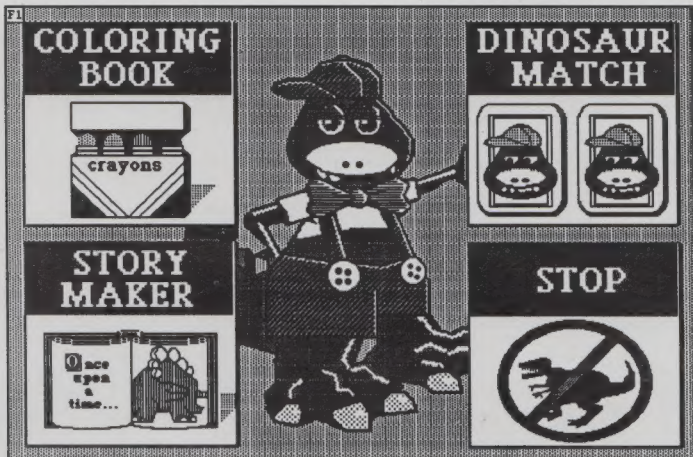
Speak Menu Items: If this option is turned ON by the helper, the child will hear all menu icons spoken on each screen. This may be useful as the child learns to operate the program independently.

Speech Volume: The speech volume is set at 5 unless the helper changes it to a lower or higher level. By lowering the volume below 0, the helper can completely turn the speech OFF.

Turn Modules ON or OFF: Though all learning modules are by default ON, the helper can hide any learning module on the Main Menu to focus the child's attention on a particular activity.

PRINTER:	IBM	EPSON	NONE
ENTER THE CHILD'S NAME			
LOOKS LIKE:	Dinosaur		
SOUNDS LIKE:	Die na sore		
SPEAK CHILD'S NAME:	ON		
SPEAK MENU ITEMS:	ON		
SPEECH VOLUME:	▲ 5 ▼		
TURN MODULES ON OR OFF			
COLORING BOOK			
STORY MAKER			
DINOSAUR MATCH			
CLOSE			

(MS-DOS version)



(MS-DOS version)

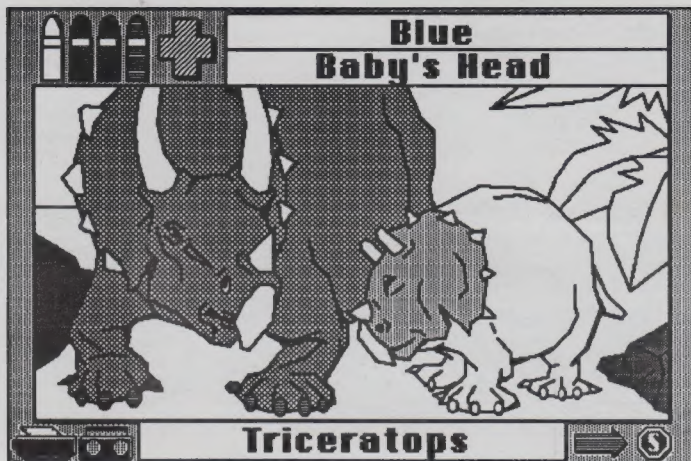
- **Main Menu:** The Main Menu offers children three learning activities and a Stop option to exit the program.

COLORING BOOK: Children color dinosaur scenes by selecting a crayon in response to a prompt word for a body part or object.

STORY MAKER: Children create a story and picture by selecting graphic icons to represent actions and objects.

DINOSAUR MATCH: Children match dinosaurs of all types and sizes to gain visual discrimination skills.

THE COLORING BOOK



(MS-DOS version)

- The first of **6 Dinosaur Pictures** appears on the screen. Children can select the *Arrow* symbol to see another picture until they find the one they want to color (Additional Picture Disks can be ordered from First Byte).
- A **Key Word** appears that relates to the part of the picture waiting to be colored. Examples of key words include, "head", "volcano", "water", "clouds" and "toenails". The key word can be spoken as many times as the child desires by selecting the *Radio* symbol.
- The box of **Crayons** in the upper left-hand corner display the colors available. Children can select the *Plus (+)* symbol to change the crayons in the box. In the sixteen color mode, the following crayons are available for selection.

Red/Yellow/Blue/Light Green
Green/Brown/Purple/Light Blue
Black/Grey/Light Purple/Dark Blue

- Children can select the **Printer** symbol to produce an outline paper copy of the dinosaur drawing. Check your "Read This First!" card about instructions for color printers.
- The **Stop Sign** symbol returns the child to the Main Menu.

STORY MAKER



(MS-DOS version)

- Children **select a story** to build and play. There are three stories available in the program (1) Dinosaur Land, (2) Zug's Party, and (3) Stuck (Additional story disks can be ordered from First Byte).

- The first **sentence** in the story appears with the last word missing. The child selects a symbol that will (1) supply the last word in the sentence, and (2) add another part of the picture.
- *While children are creating the story and scene, the following options are available:*

Story Symbol: Picture objects that can be used to complete a sentence and build the picture.

Radio/Hear Symbol: Speaks each sentence as many times as the child desires.

Arrow Symbol: Moves to the next sentence when the child is ready.

Stop Sign: Returns to the Story Title screen.

- *When the story and picture are completed, the following options are available:*

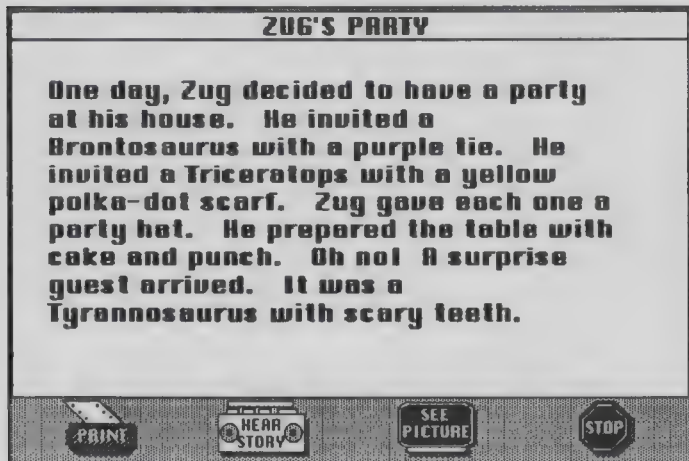
Print: The story can be printed as (1) text only, (2) picture only, (3) picture and story, and (4) as a storybook producing a separate page for each scene and sentence.

See Story: Children can use this option to see just the text of the story. While the text is displayed the user can (1) select the *Radio* symbol and hear the text spoken sentence by sentence; (2) select *See Picture* to return to the final picture display; (3) select *Print* to access four print options; or (4) select the *Stop Sign* to return to the Story Title screen.

Read Story: Reads the story and builds the picture as the child created it. This feature enables the child to repeat the story playback as many times as they wish.

Stop Sign: Returns to the Story Title screen.

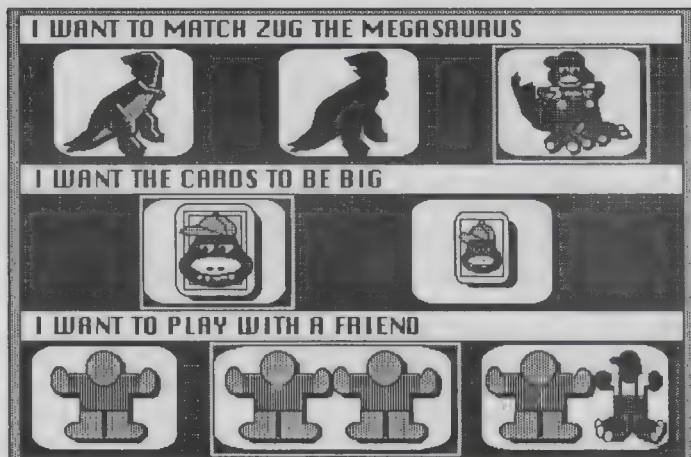
*When **See Story** is selected the following screen appears:*



(MS-DOS version)

DINOSAUR MATCH

- **Game Selection Options:** Children can choose exactly the kind of game they want to play. They make their selections by choosing a symbol to complete a sentence...



(MS-DOS version)

I want to match...

Real Dinosaurs, Dinosaur Shadows or Zug

I want the cards to be ...

Big (10 cards) or Little (18 cards)

I want to play...

By Myself, With a Friend, or With Zug

I want Zug to be ...

Silly, Smart or Very Smart

I want to

Go or Stop

- **Game Play:** Children select a card to turn it over. They select another card to find its match. When all cards have been matched, the game is over and an *Award Certificate* is made for the match maker. The following symbols assist the child in playing the game:

Player Symbols: If the child is playing with a friend or Zug there is a symbol representing each player. The player's score is displayed on his shirt.

Player Signal: The player is represented by a colored light that matches his shirt. If the blue light is on, it is the blue player's turn. The blue player is always the child who selected the game.

USE AGREEMENT

First Byte, a California Corporation, warrants that the diskette on which this program is recorded is free from defects in material and workmanship for a period of 6 months from the date of purchase.

In the event that the diskette fails to operate due to defects in material or workmanship within 6 months of purchase, return it to First Byte (with proof of purchase) for a free replacement. Should the diskette fail to operate after the 6 month period, it will be replaced for a \$10.00 charge.

The diskette and accompanying booklet are licensed to the purchaser for personal use only. Neither may be copied, or used for any commercial purpose without the express written permission of First Byte. The diskette is not copy protected and the owner is given the right to make one back-up copy for personal use.

The above warranties are in lieu of all warranties, express, implied, or statutory, including but not limited to, any implied warranties or merchantability and fitness for a particular purpose and of any warranty obligation. In no event shall First Byte be liable for indirect, special or consequential damages.

Speech Technology incorporated in this product is protected by U.S. Patents:
#4,692,941 #4,617,645 #4,805,220

LET US HEAR FROM YOU . . .

. . . so we may keep you posted about updates, new product releases, and warrants your product for six months.

Your Name	_____
Mailing Address	_____
City	_____ State _____ Zip _____
Phone (_____) _____	_____ Day (_____) or Night (_____)
First Byte Product Name	_____
Computer Brand	_____ Model _____
Your comments	_____



First Byte®

Please
Place
Stamp
Here

First Byte®

**Clauset Centre
3100 South Harbor Blvd., Suite 150
Santa Ana, CA 92704**